MyServer.java

```java
import java.io.*;
import java.net.*;
public class MyServer {
  public static void main(String[] args) {
try {
  ServerSocket ss = new ServerSocket(6666);
  Socket s = ss.accept();
  DataInputStream dis = new DataInputStream(s.getInputStream());
  String str = (String) dis.readUTF();
  System.out.println("message="+str);
  ss.close();
} catch (Exception e){
    System.out.println(e);
                }}}
```
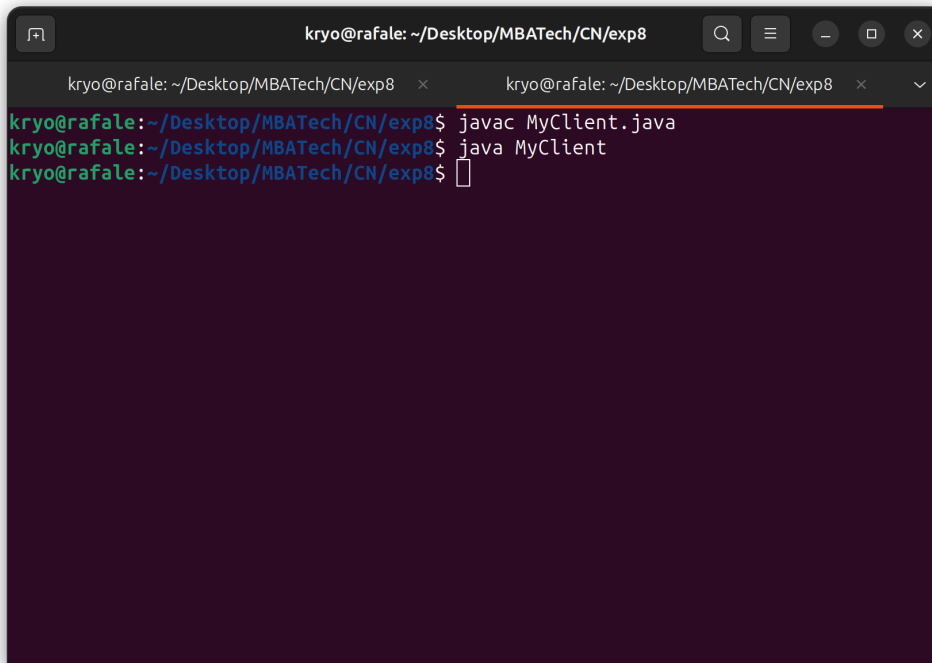
MyClient.java

```java
import java.io.*;
import java.net.*;
public class MyClient {
  public static void main(String[] args){
    try {
        Socket s = new Socket("localhost",6666);
        DataOutputStream dout = new DataOutputStream(s.getOutputStream());
        dout.writeUTF("Hello Server");
        dout.flush();
        dout.close();
        s.close();
    } catch (Exception e) {
        System.out.println(e);}}}
```
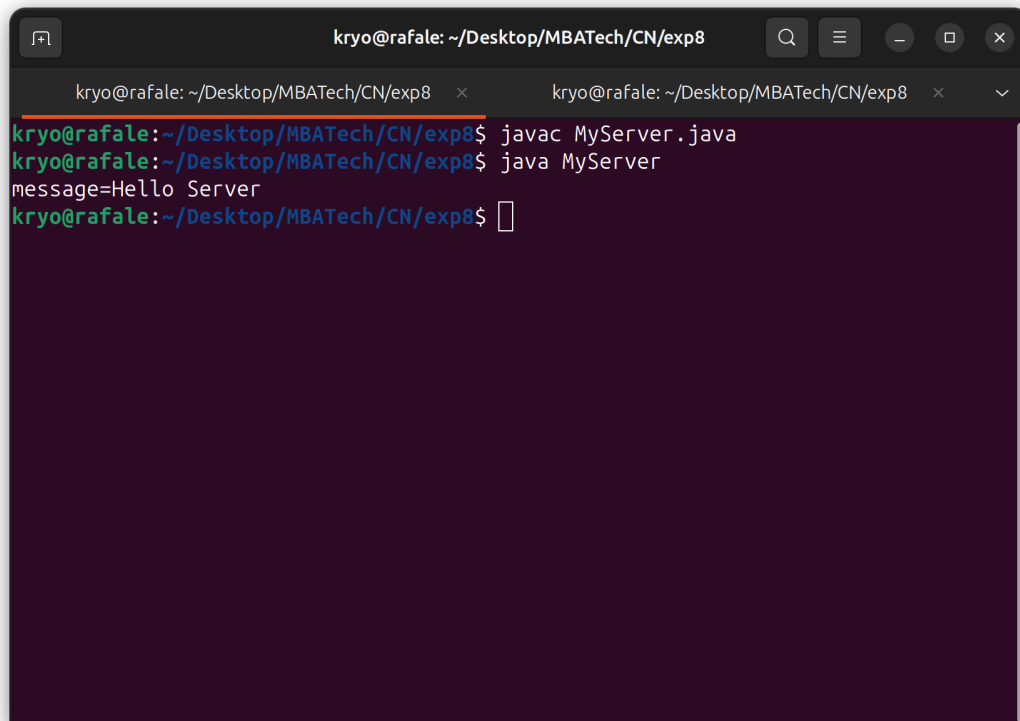
Client Output

```
kryo@rafale:~/Desktop/MBATech/CN/exp8$ javac MyClient.java
kryo@rafale:~/Desktop/MBATech/CN/exp8$ java MyClient
kryo@rafale:~/Desktop/MBATech/CN/exp8$ 
```

Server Output

```
kryo@rafale:~/Desktop/MBATech/CN/exp8$ javac MyServer.java
kryo@rafale:~/Desktop/MBATech/CN/exp8$ java MyServer
message=Hello Server
kryo@rafale:~/Desktop/MBATech/CN/exp8$ 
```